SNS-3C-USA

CHOPLIFTER III™

RESCUE ★ SURVIVE

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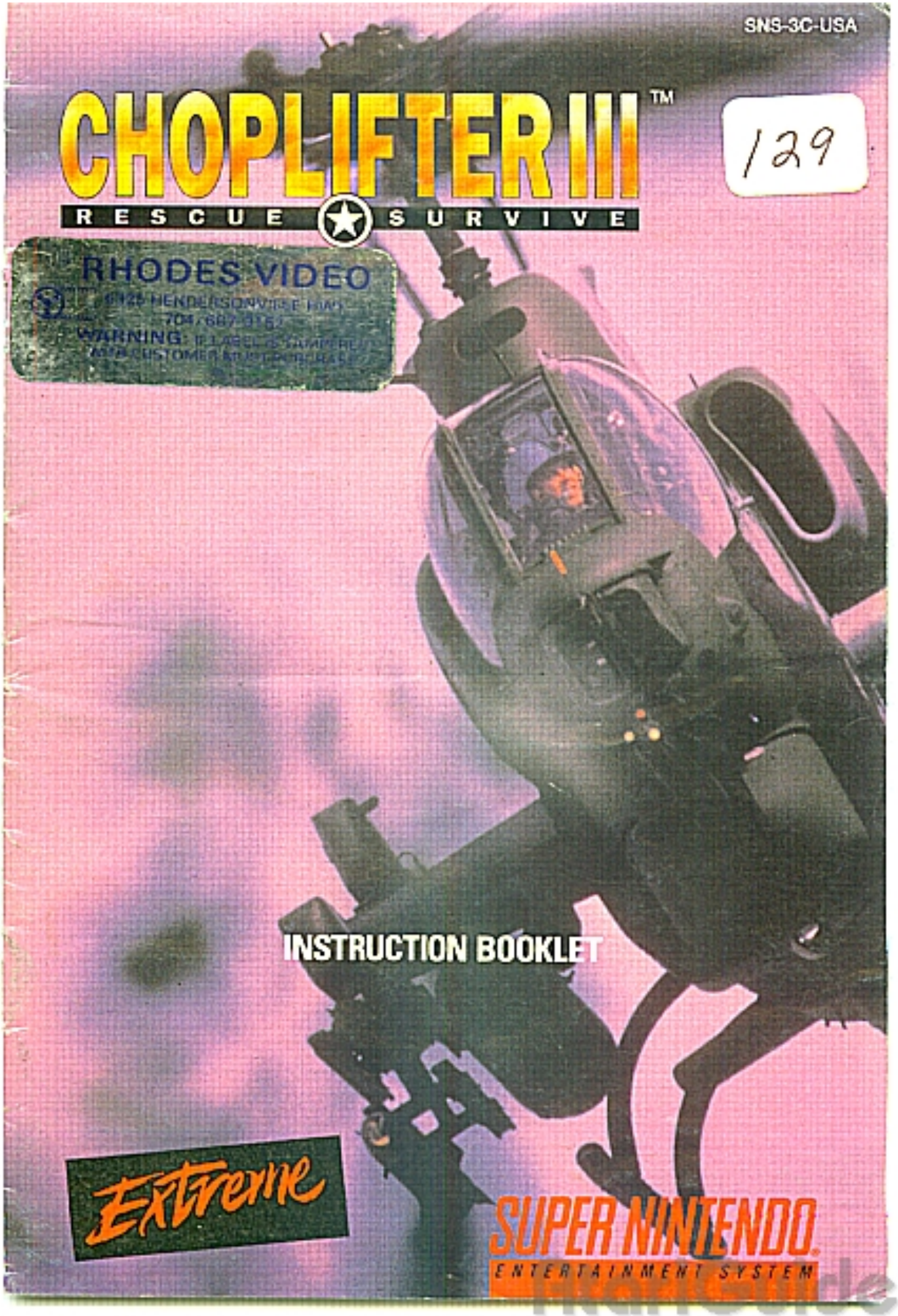

INSTRUCTION BOOKLET

Extreme

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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RAGE.

And enough napalm to fry the Amazon. That's all you need to rescue your men and wipe this spreading cancer off the face of the earth. Those are our boys out there, Lieutenant . . .
Your mission: BRING 'EM BACK ALIVE!

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STARTING THE GAME

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the Choplifter III Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

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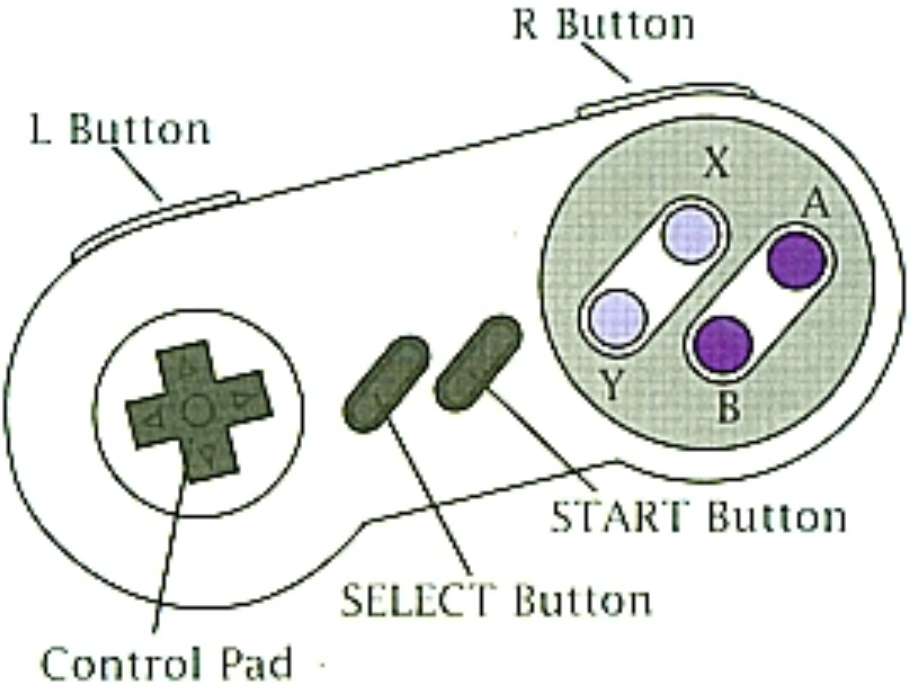
NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

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GAME CONTROLS SUMMARY

TO TAKE OFF:
Press the Control Pad UP.

TO ACCELERATE/STEER:
Press the Control Pad UP, DOWN, LEFT or RIGHT.

TO FIRE YOUR CANNONS:
Press the B Button.

TO FIRE SPECIAL WEAPON:
Press the Y Button.

TO SELECT SPECIAL WEAPONS:
Press the X Button.

TO LAND:
Hold the Control Pad DOWN.

CHOPPER DIRECTION RIGHT:
Hold the R Button down while facing left; tap once while facing front.

CHOPPER DIRECTION LEFT:
Hold the L Button down while facing right; tap once while facing front.

CHOPPER DIRECTION FRONT:
Tap the L or R Button (while facing Left or Right).

TO PAUSE GAME:
Press the START Button to pause action. Press again to resume play.

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MAIN GAME MENU

From the Title screen, press the START Button to reach the Main Game Menu. To make a selection in the Main Game Menu, press the Control Pad UP or DOWN to position the cursor beside a selection, and press the START Button to enter that selection. The following is a list of available selections under the Main Game Menu:

START

Select this to begin play.

OPTIONS

To make a selection under Options, press the Control Pad UP or DOWN to highlight the appropriate game option, and press the Control Pad LEFT or RIGHT to cycle through the various selections under that option. Once you have made all your option selections, highlight "EXIT" and press the START Button to reach the Main Game Menu. You have the following options to choose from:

LEVEL

Here you can choose to play with the skill level set at Easy, Normal, or Hard.

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LIVES

Here you can choose to play with up to 7 lives at a time. The game will automatically default to 4 lives if you do not make a selection.

CONTROL

To customize your button settings to your own specifications, highlight the pre-set letter command, and reassign a new letter command by pressing any button on the Control Pad.

MUSIC ON/OFF

Here you can choose to play with the background music on or off.

SOUND MODE

Use this to play in mono or stereo.

Note: To exit the Options screen and return to the Main Game Menu, highlight "EXIT."

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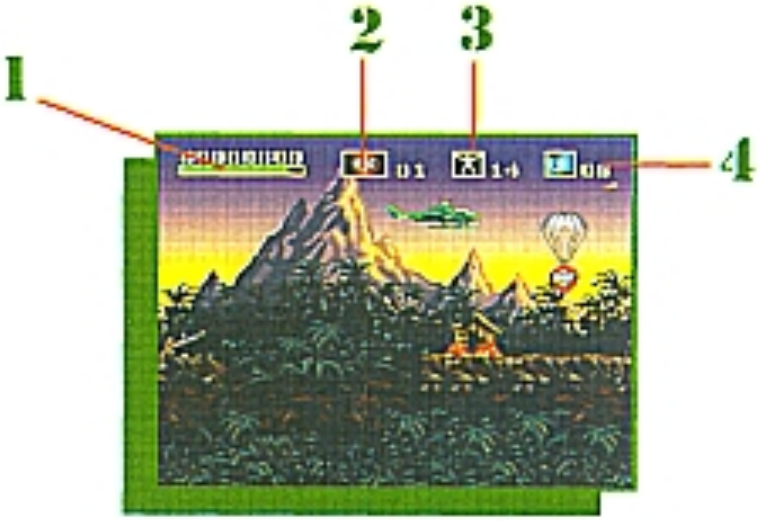
PASSWORD

After you complete a Sector, you will be given a password. Write it down as it will enable you to save your progress and continue play at a later date. Access the Password Screen from the Main Game Menu by pressing the START Button. To enter your password, use the Control Pad to highlight a letter, and press the B Button to enter that letter on the password line. To backspace one letter, press the L Button. When you have fully entered your password, press the START Button to begin play. Press the A Button to return to the Main Game Menu.

MAIN GAME SCREEN



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1: ENERGY METER

Each time you sustain enemy fire, your Energy Meter will drop. The more damage you take, the more your meter will drop. Lose all your energy, and your chopper will go down in flames. Here's how to read your Energy Meter:

A full green bar indicates maximum energy. When you begin to get hit, your meter will begin to drop and turn yellow, warning you to stay clear of enemy fire. Should your chopper sustain critical damage, your energy meter will drop just short of empty, turn red and begin to flash. At this point, you should visit your chopper mechanic before it's too late.

2: SPECIAL WEAPON DISPLAY/COUNT

This displays the type of special weapon you have and the quantity you are currently carrying in your magazine.

3: HOSTAGE COUNT

This displays the number of hostages remaining to be rescued.

4: HOSTAGES ON BOARD

This displays the number of hostages you have on board. The maximum number of hostages you can have on board at one time is 10.

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MAP SCREEN

Here you will find the location of your next assignment. Press the START Button to exit and move on to the Mission screen.

MISSION SCREEN

This is where you get your next assignment. Here you'll find the number of hostages you need to save, how many choppers you have available for that mission, and what sector and level you are currently on

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REFUELING AND RE-ENERGIZING

On each sector, you have a mechanic that will replenish your Energy Meter and repair all damage to your chopper. To replenish your energy, find the mechanic and drop down onto the landing pad. While on the landing pad, rest the controls until your Energy Meter has reached the desired level, then take off and continue your mission.

Remember: you are limited in the amount of times you can visit your mechanic. Try to conserve fuel/avoid enemy fire on your first couple of assignments—you'll want to have your mechanic around when things get really hairy.

SAVING HOSTAGES

To rescue hostages, land and they will automatically board your chopper. In order to complete each mission, you must rescue your men and deliver them safely back to base. Remember: Hostages wear gray. (In the city, hostages wear green.) Terrorists wear brown.

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COLLECTING SPECIAL WEAPONS

In order to complete each mission, you must stock up on some high caliber weaponry and helpful power-ups.

Special weapons and power-ups will be delivered to you by parachute. To collect a special weapon or power-up, shoot the crate to expose item and fly into the weapon or power-up after it lands. If you shoot the parachute, the weapon or power-up will automatically come crashing to earth.

You can only carry a certain number of weapons and power-ups at one time. See Weapon/Power-Up Maximums Chart below:

WEAPON/POWER-UP MAXIMUMS CHART

Missiles:	5	Homing Missiles:	5
Rattler Bombs:	5	Chaff & Flare:	3
Cluster Bombs:	5	Nuclear Warhead:	2
Rope:	1	Napalm:	5
Shield:	3	Life:	1

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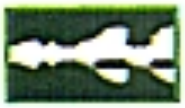
YOUR ARSENAL

The following is a list of the different weapons you can collect.

NAPALM: Great for burning up pesky ground forces.

RATTLER BOMBS: Good for dropping on unsuspecting guerrilla battalions.



NUCLEAR WARHEAD: Perfect for devastating everything on screen.

HOMING MISSILES: Use to rip apart Shark copters and Widowmaker MiGs.

MISSLE: Ideal for torching enemy aircraft.

CLUSTER BOMBS: Sprays area with small bombs—a primary weapon against Terminator tanks.

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POWER-UPS

ROPE: Lets you pick up your men without having to land.

SHIELD: Acts as a temporary shield against enemy attack.

LIFE: Gives you an extra chopper.

CHAFF & FLARE: The chaff releases a group of small metal fragments that can confuse a radar tracking missile, while the flare creates a large heat signature that can distract a heat seeking missile.

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YOUR ASSIGNMENTS

In an act of brutal terrorism, a secret Magrehb guerrilla force—better known as the N.W.L. terrorist faction—unleashed a midnight raid on four key Allied peace-keeping strongholds along the Megrehbian border. Thousands were lost, others now serve as human shields for N.W.L. to use against any U.N. retaliation. If we don't pull our strongholds out of the tiny oil state before noon tomorrow, these men are history.

Your mission: Locate and infiltrate secret N.W.L. hostage camps and free your men. You have four assignments. Each assignment contains four separate missions or "sectors." Each sector is more difficult than the next. Remember to write down your password so you can save your progress and continue play at a later time.

OPERATION BUSH BURNER

Somewhere in this steamy Magrehb jungle your men are being held at gun point, awaiting their fate. Break through enemy lines and pull off the rescue of the century. But beware! This jungle is infested with enough anti-aircraft guns, Terminator tanks, and foot soldiers to melt your chopper into scrap. Load up on the napalm!

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OPERATION SAND STORM

Now you're ready to attempt the impossible: Operation Sand Storm. Be glad you're in the air, because this sand is on fire. But it's no party up here, either. Not only must you share the sky with kamikazi Shark copters, but you've got to dodge twin-cannon-fire tanks and a whole slew of surface-to-air missiles.

OPERATION HIGH SEAS TERROR

N.W.L. gunboats have been spotted patrolling just off the Magrehbian coast. Your mission: rescue your men and turn these battle barges into underwater graves. Beware of enemy Harriers, massive anti-aircraft battle cannons, hovercraft gunboats loaded with heat-seeking missiles, and Widowmaker MiGs.

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OPERATION ASPHALT JUNGLE

Congratulations, this is your final mission! Four cities along the Magrehb border have been hit hard by U.N. forces. A small army of your men still remain within the burning city, and there's no telling how long before they become casualties of war. Blast paratroopers, Hueys, and cargo bridges . . . and pull your men from the flaming ruins. Then go straight for the mad-man's getaway copter—it's filled with N.W.L. brass. Complete this one and you can expect a hero's welcome.

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90-DAY LIMITED WARRANTY

Extreme Entertainment Group, Inc. warrants to the original consumer purchaser that the Game Pak (PAK) provided with this manual will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Extreme Entertainment Group, Inc. will repair or replace the defective Game Pak at its option, free of charge.

This Warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service:

1. Notify the Extreme Entertainment Group, Inc. Consumer Service Department at (415) 525-3000.

2. Our Consumer Service Department is in operation from 9:00 a.m. until 5:00 p.m. (Pacific time), Monday through Friday.

3. If Extreme Entertainment Group, Inc. is unable to solve the problem by phone, we will provide you with instructions on returning your defective Game Pak to us.

4. The cost of returning the Game Pak to our Service Department shall be paid by the purchaser.

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WARRANTY LIMITATIONS

The provisions of this warranty are valid in the United States only. Any applicable implied warranties, including the warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. Extreme Entertainment Group, Inc. shall not be liable for incidental and/or consequential damages resulting from the breach of any express or implied warranties. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty provides you with specific legal rights and you may also have other legal rights which vary from state to state.

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